Care Functions There are 10 different functions you must use to keep your "Nakamichi Pet" healthy and happy. The following is a list and description of each function:

Light/Dark

The light can be turned on or off at any time.

A) Your pet will automatically fall asleep after 9:00pm every night. If you turn off the light between 9:00pm and 9:15pm, its' education (EQ) level will increase by 1.

B) Your pet will also automatically wake up after 9:00am in the morning. If you turn on the light between 9:00am and 9:15am, its' education (EQ) level will increase by 1. (Sleep is good for the brain!)

Feeding

There are two types of foods available: "main meals" and "snacks".

A) Each time you feed a "main meal" to your pet, its' level of hunger will grow stronger by 2. (It will be less hungry.), and its' weight will increase by 1 Kg. If you feed your pet a "main meal" when it is full, its' level of happiness will decrease by 1.

B) Each time you feed your pet a "snack", its' level of happiness will increase by 1, and its' weight will increase by 2 Kg. (Snacks are fattening!)

Sanitation

Just like a real pet, your "Nakamichi pet" has to go to the bathroom too. When it goes to the bathroom, it must be cleaned up within 15 minutes or its' levels of health and happiness will decrease by 2. (The smell of waste can make you sick!)

Growth Status

You can check the status of the following at any time:

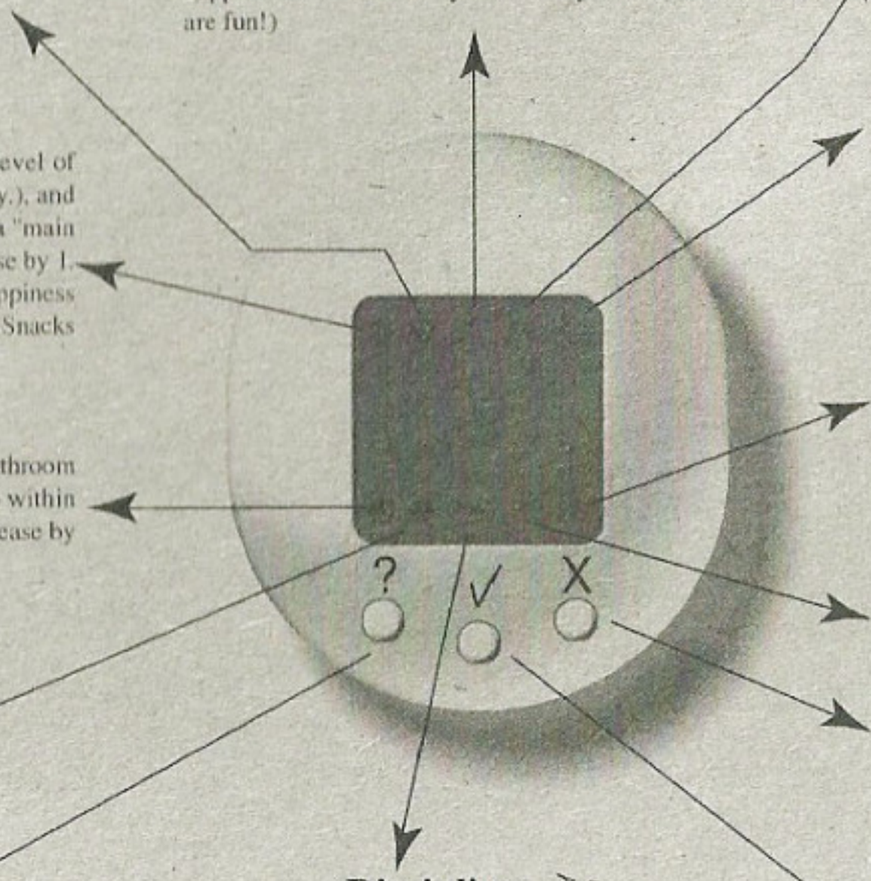
- -Age/Weight Level
- -EQ Level
- -Level of Hunger
- -Level of Health
- -Level of Happiness
- -IQ Level

Select

This control button allows you to select any one of the functions from the main screen. It also allows you to select things within the various functions.

Games

You can play a "Hide and Seek" game with your pet. You have to choose which one of the boxes has a hidden heart in it. If you guess the right box, your pet will be happy, but if you guess the wrong box, it will be sad. You have 5 chances per game. If you guess the right box at least 3 out of 5 times, you win the game. When you win, the intelligence (IQ) level will increase by 1. Each time you play a game, its' level of happiness will increase by 1, even if you don't win. (Games are fun!)



Discipline

Sometimes your pet might try to alert you when something is wrong. If you check its' growth status and there is nothing wrong, then your pet needs to be disciplined. When your pet is being bad and you discipline it, its' education (EQ) level will increase by 1. (Learning isn't always easy!)

Please see reverse side for variations and how to monitor growth status.

Exercise

Your pet will exercise by lifting weights. Each time your pet exercises, its' level of health will increase by 1, its' level of weight will decrease by 2 Kg, and its level of hunger will grow weaker by 2. (It will be more hungry.) Be careful not to exercise your pet too much, otherwise, it will become weak and unhealthy! (Exercise can be draining!)

Medication

You can give your pet a shot of medicine when it is not healthy. Each time you give it a shot, its' level of health will increase by 2, and its' level of happiness will decrease by 1. Be careful not to give your pet too many shots because it doesn't like to get shots. (Shots aren't always fun!)

Walking

This function will allow your pet to go outside for a walk. Be careful when you let it go for a walk! If you let your pet out for a walk after 7:00pm or with an IQ level of less than 5, it might not come back! Also, if it's level of happiness is less than 6, it will never come back! (A "Bye! Bye!" sign will appear on the screen.) Otherwise, your pet will return home in an hour, and its' education (EQ) level and intelligence (IQ) level will each increase by 1. (Walking refreshes the mind!)

Alerting

If your pet is ill, hungry, rebelling, etc., a warning light and sound will indicate that there is something wrong. (Your pet wants all your attention!)

Escape

This control button allows you to cancel any function that was confirmed. Using this control button will automatically bring you back to the main function menu.

Confirm

This control button allows you to confirm a desired selection on the main function menu as well as within many of the functions.

Important Press "reset" button on the back of unit before setting time to start the game

Variations In The Growth Status Of Your Pet

In the process of the game, the fluctuation of the status of the "Nakamichi Pet" can be caused by the operation of the player. Nevertheless, the conditions can also vary automatically with respect to the different stages of the pet's life cycle and the different circumstances in the game. Refer to the following:

When will the sign of sickness appear?

1) The level of health is less than 4.
2) The level of weight is less than 5 Kg or greater than 96 Kg.

When will the alerting signal appear?

1) The level of hunger is less than 5.
2) The level of happiness is 0.
3) The pet is rebelling.
4) The pet needs to go to the bathroom.
5) When the pet wants to go to bed at 9:00pm, and when it wants to wake up at 9:00am.

When is the pet's health in danger?

1) The level of health is 0.
2) The level of weight is 0 Kg or 99 Kg.
3) The pet is 99 years old.

Other Variations

1) The pet's level of weight will automatically decrease by 3 Kg after it wakes up in the morning, and its' levels of health and happiness will each decrease by 2.
2) When its' level of hunger is below 5, its' level of health will decrease by half each hour until it reaches 0 or until it is fed enough that its' level of hunger is above 5.
3) The pet will go to the bathroom within an hour, each time it finishes its' sixth consecutive "main meal" or "snack".
4) The pet will grow ill at least once every day (cyberyear) during the baby stage. Its' level of health will automatically decrease by 3.
5) When the pet is in the old stage, its' level of health will decrease easily. **Special attention needs to be given to its' health during this stage, or it might leave home and never return.**

Ranges Of Growth Status

1) Age: 0-99 years
2) Level of Weight: 0-99 Kg
3) Level of Hunger: 0-15
4) Level of Happiness: 0-15
5) Level of Education (EQ): 0-15
6) Level of Intelligence (IQ) 0-15
7) Level of Health: 0-15

Good Luck Raising, Loving, And Caring For Your New "Nakamichi Pet"!

How To Play The Game

The game can be divided into 4 stages.

A) First Stage - Setup

The player has to reset the time in order to start the game. An unhatched egg will appear on the screen after the time has been set. To reset the time, first press the "B" control button, then press the "A" control button to set the hour and the "B" control button to set the minutes. **(Warning, both the hour and the minutes have to be reset together!)** Finally, press the "C" control button to escape the time setting mode and begin the game. The egg will hatch after 5 minutes, and then it is time to start loving and caring for your pet!

B) Second Stage - The Baby Pet (ages 1-2)

As soon as your pet is born, a detailed checkup of its' growth status needs to be carried out. To do so, select the growth status icon and observe the level of health, hunger, etc., and make the necessary adjustments. Remember, your pet has just been born, and this is the most critical and fragile stage of its' life! During this stage it needs to be feed and played with frequently!

C) Third Stage - The Growing and Maturing Pet (ages 3-21)

In the process of raising your pet, apart from regular feedings, medications, etc., you also need to pay attention to the way it is growing. The growth status should be monitored closely to ensure that it is growing properly. **If its' growth is not monitored closely, it may grow to be a bad-tempered, rebellious, and mean pet!** It is during this stage that your pet requires discipline when it is bad, and it needs to be exercised regularly!

D) Fourth Stage - The Old Pet (ages 22-99)

During this stage your pet needs to walk and exercise frequently. **At this stage, its' health must be monitored closely because it will get sick easily!** If you do not take care of your pet in this stage, a door will appear on the screen that will take it back to cyberspace! (If you do not take care of your pet in the second and third stages, a "Bye! Bye!" sign will appear and your pet will run away form home!)

If your "Nakamichi Pet" does not maintain the following conditions at the end of each stage, it will not be a good pet in the next stage! (It will leave in the Old Pet Stage!):

Health Level	EQ Level	IQ Level	Happiness Level	Weight Level
>7	> 4	>7	>7	Baby = 10-29 Kg Growth & Maturity = 40-59 Kg Old = 70-89Kg